

operation assistance period which is activated as a remedial action, since the ceiling AT is activated when a predetermined value (ceiling value which is set) is reached, an expression called a ceiling is used. Moreover, the predetermined value is determined by the ceiling activating value selection process performed after the BB is terminated, and is either 1200, 1500, or 1800.

[0215] In this process, first, it is judged whether the internal-win has achieved the BB in this game, or the current game mode is on the internal win of the BB (ST121). When the internal-win has achieved the BB in this game, or when the current game mode is on the internal-win of the BB, the total BET number and the total disbursed number which are stored in the RAM are cleared (ST122), and the process is returned. Thereby, once the internal-win has achieved the BB, unless the BB will be terminated, the remedial action is not activated.

[0216] Then, when the internal-win has not achieved the BB in this game, and the current game mode is not on the internal-win of the BB either, a judgment is carried out whether the current difference number has reached the ceiling value which has been set (ST123). Here, when the current difference number is equal to or greater than the ceiling value, the ceiling AT frequency selection table is set (ST124), a random number lottery is performed based on this (ST125), and the value selected by this lottery is added to the AT frequency stock counter (ST126). Moreover, in the judgment of ST123, when the current difference number is smaller than the ceiling value, the process is returned.

[0217] FIG. 31 illustrates the ceiling activating value selection process shown in ST113. This process is performed after the BB is terminated and determines the number of games, namely the ceiling value, for which the next remedial action activates. This process is held in the RAM until the random number lottery is performed based on the ceiling activating value selection table, any value of 1200, 1500, and 1800 is selected, the next BB is terminated, and a ceiling value is newly selected. Thus, by selecting and determining the ceiling value, the ceiling value is not fixed and it prevents the player from easily determining when the next remedial action is activated.

[0218] FIG. 32 illustrates the AT process execution shown in ST108.

[0219] First, it is judged whether a value of the notice frequency counter is equal to or greater than one (ST201). When the value of the notice frequency counter is equal to or greater than one, the push order notice process (ST204) is performed. Then, when the value of the notice frequency counter is not equal to or greater than one, it is judged whether the value of the AT frequency stock counter is equal to or greater than one (ST202). When the value of the AT frequency stock counter is not equal to or greater than one, the process is returned, and when the value of the AT frequency stock counter is equal to or greater than one, an AT activating lottery process (ST203) is performed.

[0220] When the value of the above-mentioned notice frequency counter becomes equal to or greater than one, it is shown that the mode is on AT. When the value of the AT frequency stock counter becomes equal to or greater than one, it is shown that the mode is during an AT latent period.

[0221] FIG. 33 illustrates the push order notice process shown in ST204. First, the value of the push order notice

frequency counter is subtracted by one (ST205). Then, it is judged whether the internal-win-combination of this game is the bell (ST206). The process is returned when the internal-win-combination of this game is not the bell, however, when the internal-win-combination of this game is the bell, information for making the bell win a prize based on the selected stop control table number is notified (ST207), and the process is returned.

[0222] FIG. 34 illustrates the AT activating lottery process shown in ST203.

[0223] First, a random number lottery is performed based on the AT activating lottery table (ST208). As a result of this lottery, it is judged whether the AT activation is won (ST209), when the AT activation is not won, the process is returned, and when the AT activation is won, a value of 10 is added to the push order notice frequency counter (ST210), the value of the AT frequency stock counter is subtracted by one (ST211), and the process is returned.

[0224] In the steps of the process mentioned above, when displaying various kinds of displays on the panel display section 5, by driving and controlling the above mentioned first liquid crystal panel 501 and the second liquid crystal panel 502 separately, it becomes possible to clearly and variously display the information or the like to be displayed on the display screen 5a compared with the conventional one, satisfactorily maintaining the visibility of the portion of the rotation reels 3L, 3C, and 3R.

[0225] As mentioned above, although the present invention has been described through the above-mentioned preferred embodiments, the present invention is not limited to this. In one preferred embodiment, although clearing the total disbursed number and the total BET number is performed at the time of the BB internal-win, during the BB internal-win, and at the time of the BB prize-winning, this timing may be set up arbitrarily, and the configuration may be so that the process of the aforementioned clearing may not be employed.

[0226] Moreover, in the above-mentioned preferred embodiment, although it is configured for the stop operation assistance period to be activated whenever the difference number reaches the predetermined number, this remedial action may be performed a predetermined number of times (for example, only one time) after the BB is terminated.

[0227] Moreover, by means of the AT, although the push order is notified when achievement or failure of the prize-winning is determined by the difference in push order, the AT which notifies the internal-win-combination other than this may be employed. Moreover, as a situation advantageous to the player, the BB, the RB or the like may be employed in addition to the AT in order to obtain as many game media as possible.

[0228] Moreover, the present invention is applicable to other gaming machines, such as a pachinko gaming machine (Japanese pinball) or the like other than a pachislo gaming machine described in this embodiment.

[0229] As mentioned above, according to the present invention, by configuring said front side display means so as to stack a plurality of panel-shaped displays, it becomes possible to display more clearly not only the display by the front side display means but also the display by the variable